IN THE CLAIMS

Please amend the claims to read as indicated herein.

1. (currently amended) A method of selecting an object by controlling movement of a focus on a graphical display ~~using an input device having a dual-state button for moving the focus in a given direction~~, the method comprising:

receiving a signal from ~~said~~ a dual-state button having a single depressed state, for moving the focus in a given direction;

providing, in response to receiving said signal, predefined acceleration data for accelerating said focus in said given direction;

determining a position of the focus on the graphical display as a function of said acceleration data; and

displaying the focus at said position.

2. (previously presented) A method according to claim 1, further comprising determining an acceleration of the focus as a function of acceleration data.

3. (original) A method according to claim 2, further comprising determining a velocity of the focus in dependence upon the acceleration.

4. (original) A method according to claim 1, further comprising determining in dependence upon the direction of motion of said focus whether said object is the intended destination of said focus and highlighting said object for selection.

5. (original) A method according to claim 4, wherein the determining comprises defining a metric system.

6. (previously presented) A method according to claim 2, further comprising updating the acceleration using some or all of the acceleration data, updating a velocity and position of the focus and displaying the focus at the updated position.

7. (original) A method according to claim 1, further comprising determining whether the velocity of the focus exceeds a predefined maximum.

8. (original) A method according to claim 7, further comprising limiting the velocity of the focus if it exceeds the predefined maximum.

9. (canceled)

10. (original) A method according to claim 1, wherein said providing a set of acceleration data comprises adding a first set of acceleration data to a second set of acceleration data.

11. (original) A method according to claim 10, further comprising predefining the first set of acceleration data.

12. (original) A method according to claim 10, wherein the determining of the velocity comprises adding a first member of said first set of acceleration data to a previously determined velocity.

13. (original) A method according to claim 12, wherein the previously determined velocity is zero.

14. (original) A method according to claim 1, wherein the focus is a pointer.

15. (original) A method according to claim 1, wherein the focus is a part of a page of content.

16. (original) A method according to claim 1, wherein the focus is a window.

17. (original) Electronic apparatus configured to carry out the method according to claim 1.

18. (original) Data processing apparatus configured to carry out the method according to claim 1.

19. (original) A multimedia home product apparatus configured to carry out the method according to claim 1.

20. (original) A personal computer apparatus configured to carry out the method according to claim 1.

21. (original) A mobile telephone handset configured to carry out the method according to claim 1.

22. (currently amended) A computer program to be loaded on data processing apparatus to select an object by controlling movement of a focus on a graphical display ~~using an input device having a dual-state button for moving the focus in a given direction~~, said computer program comprising:

      program instructions such that the data processing device receives a signal from ~~said~~ a dual-state button <u>having a single depressed state, for moving the focus in a given direction</u>;

      program instructions for providing, in response to receiving said signal, predefined acceleration data for accelerating said focus in said given direction;

      program instructions for determining a position of the focus on the graphical display as a function of said data; and

      program instructions for displaying the focus at said position on the graphical display.

23. (currently amended) A method of selecting one of a plurality of objects on a graphical display using a focus, the method comprising:

receiving a signal from a dual-state button having a single depressed state, to move
the focus;

determining a direction of motion of the focus,

determining, in dependence upon said direction of motion, which one of said
plurality of objects is the intended destination of said focus; and

highlighting said one object for selection.

24. (original) A method according to claim 23, wherein the determining of which
one of said plurality of objects is the intended destination comprises determining which
of said objects is closest to the focus.

25. (original) A method according to claim 23, wherein the determining of which
one of said plurality of objects is the intended destination comprises determining which
of said objects substantially lies in the path of the direction of motion.

26. (original) A method according to claim 23, wherein the determining of which
one of said plurality of objects is the intended destination further comprises defining a
metrics system.

27. (currently amended) A computer program to be loaded on data processing
apparatus to select one of a plurality of objects on a graphical display using a focus, said
computer program comprising:

program instructions such that the data processing apparatus receives a signal from
a dual-state button having a single depressed state, to move the focus;

program instructions for determining a direction of motion of the focus;

program instructions for determining, in dependence upon said direction of motion,
which one of said plurality of objects is the intended destination of said focus;
and

program instructions for highlighting said object for selection.

28. (currently amended) A method of selecting one of a plurality of objects on a graphical display using a focus, the method comprising:

    receiving a signal from an input device having a dual-state button having a single depressed state, for moving the focus in a given direction;

    providing, in response to receiving said signal, predefined acceleration data for accelerating said focus in said given direction;

    determining a position of the focus on the graphical display as a function of said data;

    displaying the focus at said position;

    determining, in dependence upon the motion of said focus, which one of said plurality of objects is the intended destination of said focus; and

    highlighting said one object for selection.

29. (currently amended) A method of controlling movement of an object on a graphical display ~~using an input device having a dual-state button for moving a focus in a given direction~~, the method comprising:

    receiving a signal from ~~said~~ a dual-state button having a single depressed state, for moving the focus in a given direction;

    providing, in response to receiving said signal, acceleration data for accelerating said focus in said given direction;

    determining a position of the object on the graphical display as a function of said data; and

    displaying the object at said position.

30. (previously presented) A method according to claim 1 wherein providing predefined acceleration data for accelerating said focus in said given direction comprises adding at least one data value to a buffer of acceleration data values.

31. (previously presented) A method according to claim 1, wherein providing predefined acceleration data for accelerating said focus in said given direction comprises updating a buffer of acceleration data values.

32. (previously presented) A method according to claim 31, comprising reading out a data value at a front of said buffer and calculating a velocity and a position of said focus using said data value.

33. (previously presented) A method according to claim 31, wherein said buffer is updated whenever a signal from said dual-state button is received.

34. (previously presented) A method according to claim 33, wherein reading said data value and calculating said velocity and said position is repeated every time a frame on said display is updated.

35. (previously presented) A method according to claim 1, wherein said acceleration data is in the form of impulse data.

36. (previously presented) A method according to claim 1, wherein determining the position of the focus on the graphical display includes calculating a velocity.

37. (previously presented) A method according to claim 36, wherein calculating said velocity comprises adjusting said velocity for friction so as to reduce said velocity.

38. (previously presented) A method according to claim 1, wherein said input device further comprises a second dual-state button for moving the focus in an other, different given direction and wherein the method further comprises:

receiving an other signal from said second dual-state button;

providing, in response to receiving said other signal, other predefined acceleration data for accelerating said focus in said other, different given direction; and

determining a position of the focus on the graphical display as a function of said other data.

39. (previously presented) A method according to claim 38, wherein providing predefined acceleration data for accelerating said focus in said other given direction comprises adding at least one data value to an other, different buffer of acceleration data values.

40. (previously presented) A method according to claim 1, comprising:
determining a distance between the focus and the object as a radius using a co-ordinate system that is rotated and compressed in a direction of movement of said focus; and
if said object has the smallest determined radius, marking said object as a selected object.

41. (previously presented) A method according to claim 40, further comprising rotating said co-ordinate system so that it becomes aligned with a direction of said velocity.

42. (previously presented) A method according to claim 41, further comprising compressing said co-ordinate system in direction of said velocity by a compression factor $k/(|v|+1)$, where $|v|$ is the speed of the focus and k is scaling constant.

43. (previously presented) A method according to claim 23, further comprising moving said focus to a new position, displaying said focus at said new position and highlighting said one object for selection without moving said focus to said object.